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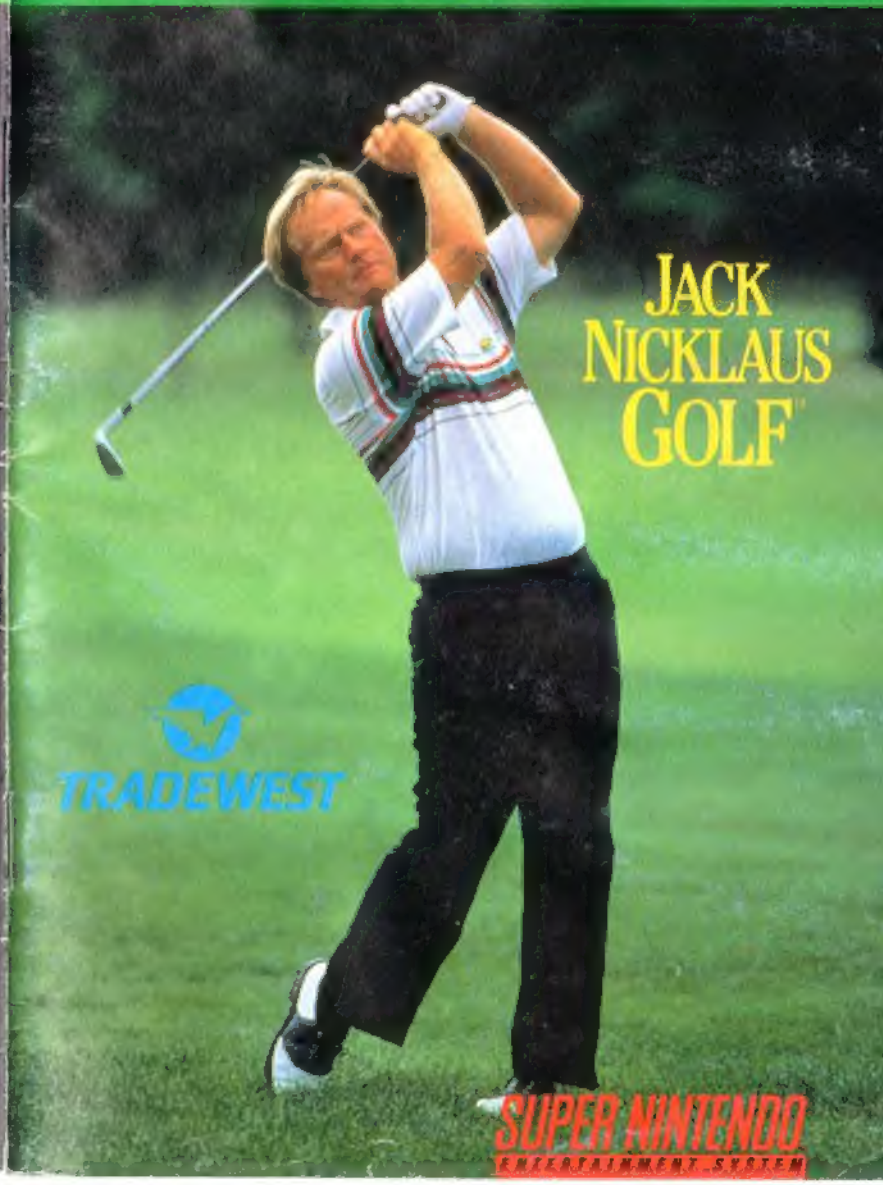
INSTRUCTION MANUAL



TRADEWEST

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Thank you for purchasing JACK NICKLAUS GOLF from Tradewest for your Super Nintendo Entertainment System. For maximum enjoyment, please read this instruction manual thoroughly before playing.

WARNING:
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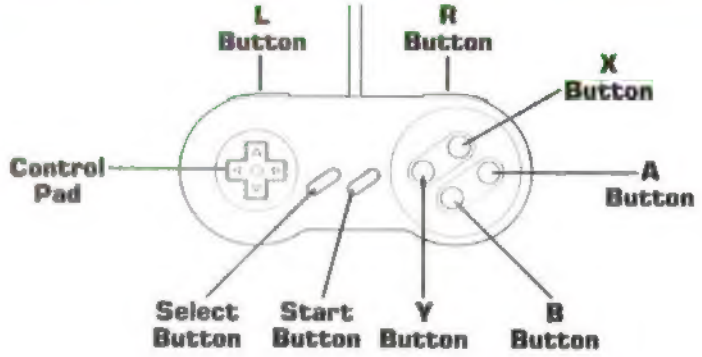
TEE IT UP WITH THE BEAR!

The biggest name in golf brings you the most realistic and feature-packed golf simulation ever! Play eighteen holes on two of Jack Nicklaus' favorite courses, or design your own unlimited number of courses to play. One to four players can compete on beginner and expert levels, choosing between Skins Play and the very competitive Stroke Play. You control every detail of the action: read the break of the green for your approach shots; play a long iron out of the fairway bunkers; chip or putt it in from the fringe; practice your short game on the green — or just hit a bucket of balls out on the driving range. The password feature even lets you take a break at the turn. If you're ready to play against the best, Jack Nicklaus is your man — and JACK NICKLAUS GOLF is your game!

CONTROLLER OPERATION



The controls for the Play Control screen work as follows:

Control Pad UP and DOWN: Changes the current club being used.

Control Pad LEFT and RIGHT: Adjusts the aimer ball at the top of the screen. If the ball tries to go past one of its boundary marks, a new screen will be generated, and the aimer will be forced back to the center of the screen.

START Button: Allows you to quit the game where you are and go back to the Main Option Screen. After the button is pushed, a window will pop up and ask "Head Back to the Clubhouse?" If you choose "No," the window disappears and you are back where you started. If you choose "Yes," you will go back to the Main Option screen. If you are playing a one-player game and you are playing a round, the window will display a restart password. This is the password that you would enter on the Restore Game screen to pick up

where you left off. This quit option also works on the Quote screen, Overhead screen, Score Card screen, and Statistics screen.

SELECT Button: Causes the Control Option window to appear.

B Button: Used to actually swing the club and take a shot. Taking a shot requires hitting "B" three times: once to start, once to set the strength, and once to set the contact. Once a shot has been started, if the final two hits are not completed, the swing will be counted as a stroke, but the ball will not move.

After the copyright notice has been up for 3 seconds, pushing any button will bring you to the New or Old Game Screen.

New or Old Game Screen

This allows you to select whether to start a brand new game or restore an old one. Use the Control Pad to move the selection ball. Push any other button to select the option that the ball is currently next to. The game will then go to either the Restore Game Screen or the Choose Course Screen.

Restore Game Screen

If you choose to restore a saved game, you will be asked to enter a password. Move the yellow square around using the Control Pad. Choose a letter by moving the yellow box over the desired letter (or symbol) and pushing one of the other buttons. The left arrow on the top row, second from the right, is the backspace. Choose this when you wish to delete individual letters. The curved arrow on the far right of the top row is the carriage return. Choose this when you are done.

If the password entered is an invalid password, a message saying so will be displayed, and after pushing any button, you will be returned to the New or Old Game Screen.

If the password is valid, you will then be asked to enter your name. Use the same technique as entering the password.

After the name is entered, the game will go directly to the play screen, resuming the game at the hole where the password was given.

Course Selection Screen

On this screen, you choose the golf course you want to play. You have 4 choices: **1)** Muirfield Village, **2)** The Bear's Track, **3)** Computer's Choice, or **4)** User's Choice. Use the select ball to choose one. Muirfield and Bear's Track are pre-set courses that are always the same. Computer's Choice is a random course, in which the computer chooses 18 holes at random from the Muirfield and Bear's Track courses. It will make sure that the total par is 72.

If you choose "User's Choice," you will then go to the Design a Course Screen; otherwise, you will go to the Game Select Screen.

Design a Course Screen

This screen allows you to designate which holes you wish to play. You choose holes from Muirfield and Bear's Track. Any hole can be used more than once, and the computer doesn't impose any par limitations.

To change the selection for a given hole, use the Control Pad to move the ball next to the hole you wish to change. Select it using one of the other buttons, then decide which hole from Muirfield or Bear's Track you would like to go into that slot. Use the Control Pad to change the hole to be chosen. Up and down will change the hole number; left and right will change the course. When the desired hole is shown, select it by pushing any of the other buttons. You can then choose another hole to change, or end the screen by choosing "Done" with the selection ball. When you are done with this screen, you will go to the Game Select Screen.

Game Select Screen

On this screen, you determine what type of scoring will be used in the golf game, and how many players will be playing. Do this by moving the selection ball with the Control Pad, and pushing another button when the ball is by the desired selection. After one of the options is chosen, you will move to the Player Selection Screen.

Introducing the Computer Players

Jack N. The Golden Bear himself. Naturally, the Player of the Century plays at the expert level and hits from the pro tees. His shots are carefully planned and well-executed, and he hits the ball further than the posted distance for each club. Nicklaus is one of those rare golfers who almost always does exactly what he sets out to do.

Lars X. Calls himself Mr. X and likes to think of himself as an expert — which is why he drives from the pro tees. Has a tendency to hook drives and pull putts to the left.

Art M. Art's a weekend golfer who could use a little practice. His shots tend to be short but straight. And his putts tend to be long and off-line.

Eddie C. He's no Jack Nicklaus, but this guy's good. So good, in fact, he makes a living suckering players into a friendly game of Skins. Naturally, he plays at the expert level and drives from the pro tees.

Curly O. Curly just took up golfing this year and loves it. Problem is, he doesn't really play that well. He shoots from the men's tees and plays at the beginner's level. His slices and his putts could end up just about anywhere.

Player Selection Screen

This is the screen where you choose the attributes of each of the players. The attributes that a player has are: **1)** his name, **2)** his skill level, **3)** the tee he tees off from, and **4)** whether this player is a human or computer player. The attributes of the computer players cannot be changed. If a player is designated as a computer player, pushing the Control Pad will cause different computer players and their attributes to appear. When the desired computer player is visible, push a button.

When the attributes have been set, choose the DONE box. If the chosen game is a stroke game, you will next go to the Main Options screen. If the game is a skins game, the next screen is the Hole Prizes screen.

Hole Prizes Screen

This screen allows you to set the amount of money that each hole is worth in the skins game. By default, the total amount of money for the entire course is $36,000. Choosing "Championship Skins" will reset the total money to this amount. The "Change Total" option will allow you to set the amount of money the entire course is worth. The total amount will automatically be distributed over the 18 holes. If you wish to change the amount on a single hole, select the "Change Hole" option. The computer will then ask which hole you wish to change. When the desired number is showing, select it by pushing a button with "↵" highlighted. You then enter the desired amount for that hole. When everything is set as you like, choose DONE, and the game will go to the Main Options Screen.

MAIN OPTIONS SCREEN

This is the "home base" screen of the game. From it you can choose to do different things, or change some of the parameters you have set up.

There are 6 options on this screen.

1) Play A Round

This option will send you off to play the 18 holes you have chosen. You will first get a message about the course conditions. After the 18 holes have been played, you will return to this screen.

2) Practice A Hole

This option will allow you to go practice a single hole. You will be asked which hole you want to play. The Control Pad will change the number displayed, and pushing a button will select the number displayed. After the hole has been played, you will return to this screen.

3) Driving Range

This option will allow you to practice your swing with different clubs. When you are done with the driving range, you will return to this screen.

4) Practice Green

This option will allow you to practice putting. When you are done practicing, you will return to this screen.

5) Change Course

This option will send you to the Change Course screen. When you are done with that screen, you will return to this screen instead of going to the Change Players screen.

6) Change Players

This option will send you to the Game Select screen and the Player Select screen. If you choose a skins game, you will also go through the Hole Prize screen. When those screens are done, you will return to this screen.

The driving range and practice green allow you to practice your swinging and your putting. Computer players are not allowed in either practice mode. On the driving range, 3 lines will be drawn at distances of 100, 150, and 250 yards to help gauge the distance the ball travels.

On the putting green, you will be placed at a random spot and allowed to putt until you putt the ball into the hole. On both the driving range and practice green, when there is more than one human player, the player practicing can be changed by pressing the X button before the shot.

GAMEPLAY SCREENS

When going to play a hole, the sequence of screens is as follows:

1) The Quote Screen
2) The Overhead Screen
3) The Play Control Screen
4) The Score Card Screen
5) The Statistics Screen

Quote Screen

This screen has a picture of Jack Nicklaus, and some text that tells something about the hole you are about to play. After the text has finished writing, pushing any button will end the screen. When this screen is finished, you will go to the Overhead screen.

Overhead Screen

This screen shows a bird's-eye view of the current hole. It is useful to understand the overall layout of the entire hole. It will also show where trees and other objects are located. On par 4 holes, there will be 3 marks appearing in the fairway to help judge the distance to the pin. There will be a red one at 100 yards, a white one at 150 yards, and a blue one at 200 yards. Par 5 holes will also have a yellow mark at 250 yards. The information on the bottom part of the sign tells which hole you are on, its par, and the distance to the pin from each of the trees. Pushing any button will end this screen, and you will go on to the Play Control screen.

Score Card Screen

This screen shows the results of all the holes played so far. The score card for a skins game looks different from that of a stroke game. Pushing any button will exit this screen and go to the Statistics screen.

Statistics Screen

This screen shows various statistics accumulated by the players so far. Pushing any button will exit this screen. If you are practicing a hole, the game will go back to the Main Option screen. If you have played a round and just finished hole 18, the game will then go to a final score card. Otherwise the game will go into the play sequence for the next hole.

PLAY CONTROL SCREEN

This screen is the guts of the game. This is where the actual gameplay takes place. Along the left edge of the screen is the power bar. Across the bottom is the information window.

The leftmost part of the information window is the wind/break indicator. If you are currently on the green, the meter will show the direction and severity of the break.

The center part of the information window shows the player's name, the current hole number, the current stroke number, par for the current hole, and the distance from the current location to the hole. In addition, the window will also display your current score in relation to par if the game is a stroke game, or it will display the value of the current hole if the game is a skins game.

The right side of the information window shows the current club and the distance it can normally hit. If the player is an Expert (as chosen on the player select screen) the club distance will not be shown. It will be replaced with the word "Expert."

CONTROL OPTION WINDOW

This screen is reached by pressing SELECT on the Play Control screen. It allows you to take some specialized action. When any of these options are finished, the game will return to the Play Control screen. The options are:

1) Overhead View — View the Overhead screen as described above. In addition the player's current position will be marked by a blinking ball.

2) Score Card — View the Score Card screen as described above.

3) Game Statistics — View the Statistics screen as described above.

4) Course Conditions — Change the current wind speed and ground conditions. Rotate between wet, normal, and dry ground conditions by pressing the Control Pad left and right. Set the wind strength, as indicated by the meter, by pressing the Control Pad up and down. End this screen by pushing any other button.

5) Set Break Grid — You have three choices about when the break grid will be drawn. They are **1)** Never visible, **2)**Visible on the green, or **3)** Always visible. Each player can set the Break Grid to his own preference.

6) Club List — Displays a list of all the clubs and how far they hit under normal conditions. Push any button to finish this window.

7) Replay Last Shot — After a shot has been taken, choosing this option will cause that shot to be shown again. When it is done, you are at the same point as you were after the original shot.

8) Reverse Angle Replay — After a shot has been taken, you can watch the ball's flight from the point of view of the ball's landing place.

9) Take Mulligan — You can discount one shot per round. This option can only be taken immediately after a tee shot.

10) Exit — End this window with no action.

DROP BALL SCREEN

After you have hit the ball in the water, you are given the choice of replaying the shot or dropping the ball. If you choose to replay the shot, you merely take the next shot from the same spot as the last one. If, however, you choose to drop the ball, you are taken to the Overhead screen and a blinking ball is shown. You can move the ball back and forth with the Control Pad. When the ball is in the place that you think is best, push the button and the ball will be placed at that location for your next shot.

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